

# High Concept

**Chucky & Dexter** is a casual two player local co-op puzzle-platformer game. An alternative to violent action-heavy games, it is packed with cute characters, and a light-hearted atmosphere. The game is intended for couch co-op; controls are designed for two Xbox controllers (one for each player), and the visuals and level designs will be large enough to be seen from the couch.

The levels have to be navigated as a team. The core gameplay is platforming similar to [BattleBlock Theater](#). What makes this game different is that the co-op is asymmetrical; both characters have a set of abilities and limitations that compliment one another.

Player One plays as **Chucky**, a baby elephant who is slow and heavy, can move large obstacles, and can vacuum up objects with his trunk, then chuck them across the level (this includes your co-op partner)

Player Two plays as **Dexter**, a monkey who is small agile, and dexterous. He can interact with small buttons / control panels, can climb ladders and monkey bars. And can be thrown by Chucky to gain access to far areas of the level.

Together, Chucky and Dexter have to escape the circus while solving small puzzles to get to each new area, and avoiding obstacles, and animal control officers. For our demo we can build 3-5 levels. Each level must be exited by both Chucky *AND* Dexter via the exit door. The game is over when you complete all of the levels.

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